

Zeno Implementation Calendar

Partner Name:

As we plan our year together our goal is to spark joy and create meaningful relationships between and among our partner staff, families, and the young children in their care. This checklist will help ensure we meet all of the commitments from our partnership agreement.

Your partnership agreement includes:

Program Component	Frequency
<p>Zeno Essentials:</p> <p>Zeno's Professional Learnings workshops designed to build confidence and competence in early math teaching practices, family math engagement, and the use of Zeno games, concepts and resources.</p> <p>Orientation:</p> <p>If you are a new partner, your first session will include an Orientation portion of the workshop that will introduce your staff to the Zeno partnership.</p> <p><i>If you are a returning partner and your staff is already familiar with Zeno, Orientation is optional.</i></p>	2 (1 in-person)
<p>Classroom Modeling:</p> <p>Job embedded PD/coaching that includes circle time for the children in your classroom and time for teaching staff to support children's play in small groups.</p>	1 per site
<p>Family Math Party:</p> <p>Zeno will support in planning and hosting an event for families to gather and play math games in community.</p>	1 per site
<p>Math Games and Resources:</p> <p>A selection of games from our 15-game suite of Zeno Games and corresponding resources, including early math practices, how to play guides, and game training videos.</p>	6 games, monthly delivery

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Program Schedule

All program offerings can be scheduled through our online Bookings system. To schedule online, visit our [Partner Scheduling page](#) and select the component you would like to schedule. We are also happy to schedule for you based on the dates and information you enter below!

Game Delivery dates and game selections are determined at the beginning of the year based on game availability and your program schedule.

Zeno Essentials

Zeno offers a selection of 6 professional learning sessions for you to choose from. Descriptions of each session can be found on our [Workshops + Trainings page](#). All Professional Learning sessions are designed for 90 minutes, with an additional 30 minutes if adding the Orientation to your first session.

Session 1	
Date:	Time:
Please select the Professional Learning you would like for this session: <input type="checkbox"/> Math is Racial Equity <input type="checkbox"/> Math is Literacy <input type="checkbox"/> Math is Family Engagement <input type="checkbox"/> Math is for Everyone <input type="checkbox"/> Math is Art + Movement <input type="checkbox"/> Math is Social Emotional Learning	Delivery Type: <input type="checkbox"/> In Person <input type="checkbox"/> Online/Virtual Location/Address:
Include Game Training? <input type="checkbox"/> Yes <input type="checkbox"/> No <i>(Optional) If you select yes, your Zeno facilitator will walk through how to play your next Zeno game, reviewing how to play each level and best practices for engaging children in game play. Game will be determined based on game schedule listed in Game Delivery Schedule.</i>	

Session 2	
Date:	Time:
Please select the Professional Learning you would like for this session: <input type="checkbox"/> Math is Racial Equity <input type="checkbox"/> Math is Literacy <input type="checkbox"/> Math is Family Engagement <input type="checkbox"/> Math is for Everyone <input type="checkbox"/> Math is Art + Movement <input type="checkbox"/> Math is Social Emotional Learning	Delivery Type: <input type="checkbox"/> In Person <input type="checkbox"/> Online/Virtual Location/Address:
Include Game Training? <input type="checkbox"/> Yes <input type="checkbox"/> No	

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Classroom Modeling

Zeno offers job-embedded training/coaching sessions that provide a live demonstration of how to engage children with Zeno's games in a group setting. Each session includes a Circle Time, large group demonstration of the game, and time for children to explore the game in small groups while the Zeno facilitator models best practices for engaging children with the game.

Game will be determined based on game schedule listed in Game Delivery Schedule.

Site 1 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Number of Classrooms:

Site 2 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Number of Classrooms:

Site 3 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Number of Classrooms:

Site 4 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Number of Classrooms:

Site 5 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Number of Classrooms:

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Family Math Party

Family Math Parties create intentional opportunities for relationship building between partners, Zeno staff, children, and families. These events are designed to spark joy through hands on play, give a space for families to practice playing math together, and foster a sense of community. At FMP's you will find plenty of PLAY, COMMUNITY, and FUN!

Your Zeno facilitator will bring math stations and facilitate a Circle Time activity. Many partners choose to provide food for FMPs scheduled in the evening to encourage attendance and often use the opportunity to provide additional resources or share announcements while families are gathered together.

We are also happy to work with you to combine a Zeno Family Math Party with another event or theme night to help with scheduling. We understand calendars fill up fast and your staff and families have busy schedules!

Site 1 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Anticipated Number of Families:

Site 2 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Anticipated Number of Families:

Site 3 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Anticipated Number of Families:

Site 4 Name:	
Date:	Time:
Site Lead Name: Email: Phone:	Anticipated Number of Families:




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Game Delivery

Zeno's educational games help children along a positive trajectory for lifelong learning, by making learning math fun and creating positive learning experiences for the entire family. Our games are aligned to developmental standards for children ages 3 to 5 and are designed to create equity in the development of math skills and competencies. Our partnership management team has determined a selection of games for you from our 15-games suite based on game availability.

Visit our [Game Resources page](#) for training videos, instructor guides, and more game related resources!

Here are your assigned games and delivery dates:

Are We There Yet?!	Delivery Date:
 <p>Have fun racing and parking vehicles while learning how to count on!</p>	<p><u>TS Gold Alignment</u> 20a. Counts</p> <p><u>Learning Trajectory</u> Counting</p> <p><u>Math Concept</u> Counting On</p>
Balance It	Delivery Date:
 <p>Build your own balance scale! Measure and compare the weight of different items in the game and around you!</p>	<p><u>TS Gold Alignment</u> 22. Compares and Measures</p> <p><u>Learning Trajectory</u> Measuring</p> <p><u>Math Concept</u> Measure and compare weight of objects</p>
Bear Adventure	Delivery Date:
 <p>Help these bears pack up their bags to go on an adventure! Count the bears as they board a train up for a Bear Adventure!</p>	<p><u>TS Gold Alignment</u> 20a. Counts 20c. Connects numerals with their quantities</p> <p><u>Learning Trajectory</u> Counting, Comparing and Ordering Numbers</p> <p><u>Math Concept</u> Count up to 15 and match numbers to a group of objects</p>
Building Bridges	Delivery Date:

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Travel to mystical places by lacing beads to create a pattern bridge!

TS Gold Alignment

23. Demonstrates knowledge of patterns

Learning Trajectory

Patterning and Early Algebra

Math Concept

Copy, continue, and create patterns

Find Zeno Bear



Play hide and seek with superhero, super-hider, Zeno Bear! Zeno Bear will give you a position word clue to help you find them!

Delivery Date:

TS Gold Alignment

21a. Understands spatial relationships

Learning Trajectory

Spatial Sense and Motions

Math Concept

Responding to and using position and proximity words

Good Morning Farm



Help take care of the farm animals and learn about addition and subtraction as you let the animals in and out of their barns!

Delivery Date:

TS Gold Alignment

20a. Counts

Learning Trajectory

Adding and Subtracting

Math Concept

Adding and Subtracting

Mathy Monster Munch



Feed the monsters their monster snacks and learn which monsters like to eat more, less, or equal snacks!

Delivery Date:

TS Gold Alignment

20a. Counts

20b. Quantifies

Learning Trajectory

Comparing and Ordering Numbers

Math Concept

Comparisons: more, less, equal

Measure Me



Make silly creature friends by connecting puzzle pieces and then compare their sizes!

Delivery Date:

TS Gold Alignment

22. Compares and Measures

Learning Trajectory

Measuring, Classifying, Analyzing Data

Math Concept

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		Measuring length and distance with non-standard unit graphing
Number Launcher		Delivery Date:
 <p>Launch yourself into the world of math in this space-themed bingo game!</p>	<p>TS Gold Alignment 20a. Counts 20c. Connects numerals with their quantities</p> <p>Learning Trajectory Counting, Comparing, and Ordering Numbers</p> <p>Math Concept Identify Numbers up to 20 and match numbers to a group of objects</p>	
Peek-a-Dino		Delivery Date:
 <p>Play peek-a-boo with these dinosaurs and see how many dinosaurs are under the blanket without counting (that's subitizing!)</p>	<p>TS Gold Alignment 20. Quantifies</p> <p>Learning Trajectory Recognizing Numbers and Subitizing</p> <p>Math Concept Subitizing</p>	
Shape of Life		Delivery Date:
 <p>Shapes are all around us! Match, name, and compare shapes that you find in the game and in real life!</p>	<p>TS Gold Alignment 21b. Understands Shapes</p> <p>Learning Trajectory Composing Geometric Shapes</p> <p>Math Concept Composing and decomposing shapes</p>	
Stick Figures		Delivery Date:
 <p>Build your math skills! Follow blue-prints to match and construct shapes to create a picture!</p>	<p>TS Gold Alignment 21b. Understands Shapes</p> <p>Learning Trajectory Composing Geometric Shapes</p> <p>Math Concept Composing and decomposing shapes</p>	
Treasure Hunt		Delivery Date:

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Sort your bag of treasures by different attributes like color, size, and weight!

TS Gold Alignment
13. Uses classification skills

Learning Trajectory
Classifying and Analyzing Data

Math Concept
Sorting

What's First

Delivery Date:



Learn how to talk about the order of numbers in this racing game!

TS Gold Alignment
22. Compares and measures

Learning Trajectory
Comparing and Ordering Numbers

Math Concept
Ordinal Numbers

What's Next

Delivery Date:



Create fun patterns together using colors, sounds, and movements and act them out!

TS Gold Alignment
23. Demonstrates knowledge of patterns

Learning Trajectory
Patterning and Early Algebra

Math Concept
AB, ABB, ABBB patterns

End of Year Surveys

Zeno is committed to fulfilling our mission to spark joy. You play an essential part in our ability to understand our impact, to secure funds to continue our services, and to tell the story of Zeno's impact on families and staff. It is critical for us to sustain our work with partners like you that we hear from families and staff through our Zeno Program Survey.

In order to get the best response possible, please share the following:

Survey Distribution

Program End Date:

Survey Distribution Window:

For best results, we recommend a 2-3 week window to share surveys with families and staff. Zeno will give updates on survey completion so reminders can be sent.

Survey Planning Meeting

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In this 30-minute meeting, we'll confirm the best time to send surveys to your families and staff, and discuss strategies for best return rate for both groups. Please select a date at least 1 month before your Survey Distribution Window.

Date:

Time:

Staff Attending: